

Interior Design

Introduction

Interior Design (Bandung) is an interdisciplinary major which specializes in interior consultants and construction creative businesses that intend to increase diversity due to changing market factors and professional practices. Furthermore, we enhance our students to respond to the boundaries in a way to extend the purposeful innovative, and creative industries of Interior Design.

BINUS UNIVERSITY Interior Design (Bandung) Study Program is supported by lecturers with industry experience. Our students will experience real-world project flow as they advanced through their courses in this major, such as planning, research, and designing processes. Our students will learn how to apply technology, culture, business, and environmental aspects in their designs.

In Interior Design (Bandung) major, students will be encouraged to implement several aspects as the way to solve problems regarding to the construction and aesthetical elements in Interior design. Students are prepared to excel in preparing interior concept design, planning, presenting a professional visualization for their interior projects for residential, retail, office, hotel, and other public spaces. Techno-design curriculum in our program allows students to comprehend the usage of technology in the learning process. Students will gain basic and advance Computer-Aided knowledge to accommodate challenges to compete as a professional interior designer in the future.

Interior design (Bandung)'s graduates of BINUS UNIVERSITY will become future interior designer professionally. They are well equipped to work in global firm or becoming a creative entrepreneur. They will be able to compete with other professionals in the industry.

Vision

A world-class study program that produces graduates who are competitive and with a global perspective with a focus on local wisdom, new technology transformation and entrepreneurship to foster, empower the community in building and serving the nation.

Mission

The missions of Interior Design Department are to contribute to the global community through the provision of world-class education by:

1. Educate students with basic Interior Design skills that promote the preservation of the nation's culture, flexibility in the application of technology by preparing the best learning facilities for students.
2. Prepare students who can independently uphold the ethics and values of local cultural heritage and an entrepreneurial spirit who will make a positive contribution to global society
3. Recognizing and appreciating student creativity as the development of the Interior Design field in fostering the nation and state.
4. Make a real contribution to improving the quality of life of the Indonesian people through community service activities.

Program Objective

The objectives of the program are:

1. Educate BINUSIAN to develop characters who care about local wisdom by using the latest technology in accordance with world developments.
2. Fostering BINUSIAN as a learner who is ready for entrepreneurship as a real contribution to society.

3. Educate BINUSIAN to answer common problems through creative work and research.
4. Empower BINUSIAN to continuously improve people's quality of life and contribute to society through community service

Student Outcomes

1. Able to integrate thematic interior concepts (furniture, walls, ceilings, and floors) with the results of studies on behavior aspects, technicals, and values related to interior design based on technical and aesthetic characteristics of materials;
2. Able to design interiors independently, verbally and visually communicated, both manual and digital to meet the needs of the user communities from residential scales to public spaces based on design theory;
3. Able to produce interior design works that prioritize local indigenous, environmentally friendly (green design) and sustainability using technology that supports the field of design as a proposed solution to problems and fulfill community needs, which can be accounted for academically and meet the requirements of function, aesthetics, construction, and meaningful;
4. Able to construct interior object models, furniture and nonfurniture in the form of digital presentations and 3D models;
5. Able to develop scientific-based solutions to interior design aspects of building systems;
6. Able to design interiors in accordance with the development of global trends;
7. Able to create interior design and interior elements based on latest technology to support sustainable and smart living concept;
8. Able to design Commercial & Hospitality Interiors by paying attention to space requirements and user behavior in accordance with developing trends;
9. Able to design furniture and interior accessories by paying attention to the needs of user behavior in accordance with development trends;
10. Able to apply interdisciplinary knowledge and skills in developing alternative solutions for problem-solving;

Prospective Career of the Graduates

Graduates will be prepared not only as a professional interior designer, but also be able to create and open new working opportunities for other professions which are related; because of their ability to be an entrepreneur. This availability of working opportunities such as:

Commercial and Hospitality Design

- | | | |
|-----------------------------------|----------------------------------|--|
| • Interior design consultant | • Procurement | • Visual merchandise/window display designer |
| • Interior design contractor | • Purchasing | • Stylist for interior magazine |
| • Real estate/property contractor | • Merchandising Setting designer | • Book writer |
| • Project Management | • Commercial retailer | • Lighting designer |
| • Project Marketing | • Exhibition organizer | |

Furniture and Interior Design Accessories

- | | | |
|---|---|---|
| • Interior design consultant | • Retailer | • Trader |
| • Interior design contractor | • Stylist for magazine/production house | • Supplier (furniture/accessories interior) |
| • Furniture designer | • Interior Decorator/Home decorator Home accessories designer | • Workshop owner |
| • Manufacturer of Interior accessories | | • Product Development |
| • Furniture & home accessories shop/gallery owner | • Book writer | • Retail Manager |
| | | • Buyer Merchandizing |

Techno Interior Design

- Interior Design Consultant
- Interior Build Contractor
- Set Designer
- Exhibition Designer
- Workshop Management
- Window Display Designer
- Interior Design Researcher
- Virtual Interior Designer
- Project Design/Construction Management
- Lighting Designer Interior
- Interior Design Book Author
- Procurement for Interior Design
- Purchasing
- Interior Apps Creator
- Interior design 3D artist
- Product Development
- Virtual Interior Design Developer
- Interior AR/VR Creator
- AI-assisted Interior Designer
- Computational Interior Designer
- BIM Interior Specialist
- Digital Twin Interior Designer
- XR Experience Designer
- Smart Building Interior Specialist

Smart Living & Environmental Design

- Interior Design Consultant
- Interior design contractor
- Interior Procurement
- Visual Merchandiser
- Interior Book Writer
- Lighting Designer
- Furniture Designer
- Home Accessories Designer
- Workshop Management
- Product Development
- Retail Management
- Project Management

Curriculum

Interior design Department - School of Design has 2+1+1 curriculum. On their 4th to 5th semester, students have wider option to take more experience on doing their mobility classes on other campus (for now it is only available in Binus Jakarta and Binus Malang as host campus). On their 6th to 7th semester, there are five enrichment programs that can be chosen by students based on their passion and knowledge. These programs are internship in industry, research in interior and furniture, community development, start-up business and study abroad program. With these experiences, students will gain more knowledge regarding their contribution to industry and community. The curriculum also accommodates the main objective of the program opening i.e. creating a qualified interior designer. Graduates will have entrepreneur spirit, well-equipped professional skills, excellent personality as well as the competency in ICT skills. Currently, the Interior Design program provides two concentrations that the students can choose from according to their goals and interests:

Commercial & Hospitality Design:

This stream provides students with an ability to design commercial & hospitality space, such as: design of apartments and houses, shops, restaurants, offices, hotels, hospitals, schools, etc.

Furniture and Interior Design Accessories:

This stream provides students with an ability to design furniture and accessories for both residential and commercial such as hotels, offices, restaurants, by observing the terms of ergonomics, functionality & aesthetic.

Techno Interior Design:

This stream provides students with an ability to apply techniques optimally in interior design projects by mastering the technical aspects of project presentation in accordance with technological trends.

Interior Design as a discipline contains the substance of various expertise which starts from the reality of its implementation in the realm of professional practice. These elements of professional practices demand that a professional interior designer have competence in terms of technique, thinking, design, execution, managerial, control, and supervision, as well as business management. Each of these elements has a specific requirement of expertise and together, all of them make the wholeness of interior design practice.

Streaming aims to give emphasis on several elements of expertise within the interior design profession. The objective of streaming should correlate to the needs in the professional world, as well as be adaptive-accommodative which means it can accommodate and be adaptive to many possible dynamics in professional practice. The scope must not be too narrow which can limit students' knowledge and depth of understanding which contradict the design principle where creative thinking is needed to see a problem from many points of view to create innovation to tackle a design problem.

Based on previous considerations, the Interior Design (Bandung) Binus University proposes to replace Hospitality and Furniture Streaming, which have a narrow scope and emphasize mainly technical aspects, with Techno Design Streaming. Techno-design is an emerging field that gains much interest in the interior design world and will be vital in the future (sustainable). This field is also adaptive and accommodating in its application. On one side, techno-design can be applied to the learning process of space design, furniture design, and the design of other space element objects, then in relation to the technical stages (using software, hardware, or tools and equipment). On the other hand, streaming techno design can be used as the basis for real and actual premises that underlie the theories and methodologies that will be used in the process of designing spaces and interior objects.

Techno Design Streaming has two main focuses technological innovation design and smart sustainable design. Technological innovation design focuses on technological aspects of the response process to problems of design in the scope of human, space, and object relations behavior activities. This focus tries to solve operational functional problems of supporting activity facilities through a technology-based approach. Meanwhile, the focus of smart sustainable design is the escalation of the application of technological aspects that are narrowed in the effectiveness of activities in relation to energy efficiency and environmental sustainability issues. From the point of view of the profession and industry, mastery in these two focuses is a crucial bargaining power of competence for an interior designer in modern times

Smart Living & Environmental Design:

This stream provides students with an ability to apply the latest technology appropriately into spatial design. The skills include Experimental & Lighting Design, Environmental Graphic Design, Technology & Lifestyle in Design, Interior Product Prototyping, Exhibition Design, Environmental & Sustainability Design, Interior Behaviour & Experience, dan Interior In Digital Interactive

Course Structure

Sem	Code	Course Name	SCU	Total
1	CHAR6034033	Character Building: Pancasila	2	20
	DSGN6597033	Ergonomic and Anthropometry ²⁾	2	
	DSGN6752033	Sense of Design	4	
	DSGN6753033	Interior Drawing ¹⁾	4	
	ARCH6118033	Interior Technical Drawing	4	
	CIVL6128033	Material Knowledge in Interior Design ²⁾	2	
	LANG6097033	Indonesian	2	
	Foreign Language Courses ³⁾			
2	CHAR6035033	Character Building: Kewarganegaraan	2	20
	DSGN6761033	Interior Design I: Residential ¹⁾	4	
	DSGN6762033	Furniture Design I: Residential ¹⁾ & ²⁾	4	

Sem	Code	Course Name	SCU	Total
	DSGN6696033	Computer 2D Drawing ¹⁾	4	
	CIVL6117033	Drafting and Detail Construction	4	
	COSC6059033	Foundations of Artificial Intelligence	2	
	Foreign Language Courses ³⁾			
3	CHAR6036033	Character Building: Agama	2	16
	DSGN6698033	Interior Design II: Retail ¹⁾	4	
	DSGN6699033	Furniture Design II: Retail ¹⁾	4	
	DSGN6777033	Design Thinking in Interior Design	2	
	ENPR6313032	Creativity and Innovation	2	
	ARTS6036033	Design History Studies	2	
	Foreign Language Courses ³⁾			
4	Stream: Techno Interior Design ⁴⁾			Stream TID, SLED, CHD,FIDA Minor dan Free Elective : 12
	DSIN6058033	Techno Interior Design Project I	4	
	DSGN6908033	3D and 4D Presentation in Interior Design	4	
	CIVL6107033	Building Component Theory and Regulation	2	
	DSIN6059033	Sustainability in Techno Design	2	
	Stream: Smart Living & Environmental Design ⁵⁾			
	DSIN6017023	Sustainability in Interior Design ¹⁾	2	
	DSIN6018023	Smart Technology in Interior Design ²⁾	2	
	DSGN6808023	Interior Design III	4	
	DSIN6019023	Computer 3D and Design Prototyping	4	
	Stream: Commercial And Hospitality Design ⁶⁾			
	DSGN6199008	Interior Design III: Office ¹⁾	6	
	DSGN6200008	Computer 3D Drawing for Interior ¹⁾	4	
	DSIN6050008	Sustainability in Interior Environment	2	
	Stream: Furniture and Interior Design Accesories ⁶⁾			
	DSGN6217008	Furniture Design III: Office ¹⁾	6	
	DSGN6218008	Computer 3D Drawing for Furniture ¹⁾	4	
	DSGN6888008	Interior Accessories Design	2	
	FOREIGN LANGUAGE COURSES ³⁾		0	
	MINOR PROGRAM ^{4), 5), 6)}		12	
	FREE ELECTIVES ⁶⁾		12	
5	ENPR6314032	Venture Creation	2	Stream TID, SLED, CHD,FIDA Minor dan Free Electives: 8 SKS
	DSGN6620033	Interior Design Methodology	2	
	Stream: Techno Interior Design ⁴⁾			
	DSIN6060033	Techno Interior Design Project II	4	
	DSGN6909033	Contemporary Issues in Techno Design	2	
	DSIN6061033	Project Management	2	
	Stream: Smart Living & Enviromental Design ⁵⁾			
	DSGN6812023	Exhibition Design	4	
	DSGN6815023	Interior in Digital Interactive	4	
	Stream: Commercial And Hospitality Design ⁶⁾			

Sem	Code	Course Name	SCU	Total
	DSGN6204008	Interior Design IV: Commercial and Hospitality Project	6	
	DSGN6615008	Lighting Design for Interior	2	
	Stream: Furniture And Interior Design Accessories⁶⁾			
	DSGN6220008	Furniture Design IV: Commercial and Hospitality Project	6	
	DSGN6614008	Signage and Way Finding Design for Interior	2	
	MINOR PROGRAM ^{4), 5), 6)}		8	
	FREE ELECTIVES ⁶⁾		8	
6	Enrichment Program I		20	20
7	Enrichment Program II		20	20
8	Thesis		6	6
Total Credit 146 SCU				

- 1) This course is delivered in English
- 2) Global Learning System Course
- 3) Students will take foreign language courses according to BINUS University English proficiency test results. See foreign language courses appendix for the detail
- 4) Conducted for student mobility program in BINUS @Bandung
- 5) Conducted for student mobility program in BINUS @Malang
- 6) Conducted for student mobility program in BINUS @Grater Jakarta

Streaming/Minor/Free Electives:

- In 4th Semester, Students are required to choose two study plan, between Streaming , Minor Program and Free Electives in same campus location. Please refer to the Minor program, free electives, course list appendix for details.
- In 5th Semester, students are required to continue their study plan from 4thsemester

Foreign Language Courses:

Students will take foreign language courses according to BINUS University English proficiency test results. See foreign language courses appendix for the details. Students must pass with a minimum Grade of C.

Appendix Foreign Language Courses

Foreign Language Courses	SCU
ENGL6270033 English for Frontrunners	0
ENGL6271033 English for Independent Users	0
ENGL6272033 English for Professionals	0
JAPN6209033 Basic Japanese Language	0
CHIN6192033 Basic Chinese Language	0

1. Students with Beelingua Placement Test score less than 60 are required to take English for Frontrunners and English for Independent Users.
2. Students with Beelingua Placement Test score between 60 and 99 are required to take English for Independent Users and English for Professionals.
3. Students with Beelingua Placement Test score greater than 99 are required to take English for Professionals. Additionally, students may choose to take either Basic Japanese Language or Basic Chinese Language
4. Students are required to pass the foreign language courses before they take enrichment.
5. Students can see the requirements to pass the foreign language courses at BINUSMAYA – Beelingua

Minor Scheme

Minor Program	Semester 4	Semester 5
Minor @ Binus Kemanggis		
Digital Ecosystem	✓	✓
Human Capital in Digital Workplace	✓	✓
Sustainable Development	✓	✓
Cross Cultural Communication	✓	✓
Interactive & Users Experience Design	✓	✓
Data Analytics	✓	✓
Robotic Process Automation	✓	✓
Blockchain Technology and Business	-	-
Creative Digital Storytelling	✓	✓
Digital Banking	-	-
Event Business and Entertainment	-	-
English for Business Professionals	✓	✓
Minor @ Binus Alam Sutera		
Digital Transformation	✓	✓
Minor @ Binus Bekasi		
Culinary	✓	✓
Korean Culture and Creativity	✓	✓
Minor @ Binus Malang		
Digital Technopreneur	✓	✓
English for Business Professionals	✓	✓
Chinese for Career Pathway	✓	✓
Minor @ Binus Bandung		
DesignPreneur	✓	✓
Creative Digital Storytelling	✓	✓

The minor programs can change anytime based on the trends of knowledge and industry each year. Students will receive information about the updated minor programs during the registration period.

1. Minor Program : Digital Ecosystem

Fundamental Courses

Course	SCU
COMP6683001 Introduction to Artificial Intelligence	2/2
ISYS6549003 Digital Innovation	4
COMP6937001 Current Trends in Technology	2
Total SCU	10

Supporting Courses

Course	SCU
COMM6501019 Narrative Development	4
DSGN6834007 Visual Identity	4
COMP6685001 Cyber Security for Business	2
Total SCU	10

2. Minor Program : Human Capital in Digital Workplace

Fundamental Courses

Course	SCU
PSYC6174027 Psychology in The Workplace	4
MGMT6349005 Digital Workplace Strategy	4
ISYS6551003 Digital Workplace and Technology	4
LAWS6157028 Legal Aspects in Digital Workplace	4
PSYC6175027 Human Resources Development	4
Total SCU	20

3. Minor Program Sustainable Development

Fundamental Courses

Course	SCU
ISYE6154011 Sustainable Design and Manufacture	4
CPEN6217010 Digital for Sustainable Development	4
ARCH6119014 Introduction to Sustainable Development	2
Total SCU	10

Supporting Courses

Course	SCU
ISYE6155011 Occupational, Health, Safety, and Administration in Engineering	2
DSGN6835008 Engineering Material	4
CIVL6118013 Engineering Economic	4
Total SCU	10

4. Minor Program : Cross Cultural Communication

Fundamental Courses

Course	SCU
CHIN6132026 Chinese Conversation in Daily Activities	4
COMM6502019 Communication in Diversity	2
BUSS6170025 Asian Business Ethics	4
Total SCU	10

Supporting Courses

Course	SCU
CHIN6134026 Chinese Conversation in Business Communication	4
LAWS6158028 Private International Law	2
INTR6135029 Comparative Politics	4
Total SCU	10

5. Minor Program : Interactive & Users Experience Design

Fundamental Courses

Course	SCU
ISYS6553003 User-Centered Research and Evaluation	4

Course	SCU
PSYC6176027 Psychology and User Experience	4
DSIN6003007 Fundamental of Interface Design	2
Total SCU	10

Supporting Courses

Course	SCU
ISYS6554003 Core Principles: Interactive Design	4
DSGN6837007 Digital Design Production	4
ISYS6556003 Information Architecture	2
Total SCU	10

6. Minor Program : Data Analytic

Fundamental Courses

Course	SCU
ISYS6680003 Introduction to Data Analytics	2
ISYS6681003 Data Management & Descriptive Analytics	4
STAT6198049 Statistical for Decision Making	4
Total SCU	10

Supporting Courses

Course	SCU
ISYS6682003 Application of Predictive Analytics to Business Data	4
ISYS6683003 Prescriptive Analytics and Optimization	4
MKTG6312005 Digitalization of Markets and Consumption	2
Total SCU	10

7. Minor Program : Robotic Process Automation

Fundamental Courses

Course	SCU
COMP6857001 Basic Programming for Automation	2
COMP6858001 RPA Concept & Design	2
ISYS6684003 RPA Developer Fundamental	4
ISYS6687003 Business Process Improvement	2
Total SCU	10

Supporting Courses

Course	SCU
ISYS6685003 RPA Developer Advance	4
ISYS6686003 RPA Business Analytics Fundamental	4
COMP6859001 Intelligence Automation	2
Total SCU	10

8. Minor Program: Creative Digital Storytelling

Fundamental Courses

Course	SCU
ENGL6274024 Approaches in Multimodal Storytelling	2
DSIN6033007 Visual Storytelling	2
ENGL6275024 Storytelling for Business	2
FILM6118009 Script Development & Pitching	4
Total SCU	10

Supporting Courses

Course	SCU
ENGL6276024 Cultures, Language, and Arts Production	4
JAPN6212025 Anime and Manga as Storytelling	2
ENGL6277024 Music as Medium for Storytelling	4
Total SCU	10

9. Minor Program: English for Business Professionals

Fundamental Courses

Course	SCU
ENGL6154024 English for Business Communications	4
MKTG6112024 Language Innovations in Marketing and Advertising	2
ENGL6244024 Social Media Broadcasting	4
Total SCU	10

Minor Supporting Courses

Course	SCU
ENGL6258024 English for Global Leadership	2
ENGL6169024 English for Professionals	2
COMM6506024 Current Issues in Business Communications	2
ENGL6245024 Business Rhetoric	4
Total SCU	10

10. Minor Program: Digital Transformation

Fundamental Courses

Course	SCU
ISYS6559003 Business Models and Technology Innovation	4
ISYS6557003 Business Data Management	4
MGMT6484005 Digital Strategy	2
Total SCU	10

Supporting Courses

Course	SCU
ISYS6695003 Digital Marketing Analysis	4

Course		SCU
STAT6200049	Practical Statistics for Digital Business	4
ISYS6560003	Success Factor for Leading Digital Transformation	2
Total SCU		10

11. Minor Program : Culinary

Fundamental Courses

Course		SCU
HTMN6108021	Food and Beverage Management	2
HTMN6008021	Kitchen Operation	4
HTMN6128021	Pastry and Bakery Operation	4
Total SCU		10

SCU for HTMN6008021, HTMN6128021 are practical

Supporting Courses

Course		SCU
HTMN6155021	Indonesian Cuisine	4
HTMN6125021	Restaurant Operation	4
HTMN6154021	Culinary Tourism	2
Total SCU		10

SCU for HTMN6155021, HTMN6125021 are practical

12. Minor Program : Korean Culture And Creativity

Minor Fundamental Courses

Course		SCU
HTMN6163021	Korean Cuisine and Culinary Arts	4
COMM6718019	Korean Language and Media	4
FILM6134009	Hallyu Creative Content	2
Total SCU		10

Minor Supporting Courses

Course		SCU
FILM6135009	K-Drama and Beyond: Analysis and Appreciation	4
COMM6719019	K-Pop Culture and Performance	4
MKTG6339005	K-Pop and K-Drama Marketing and Promotion	2
Total SCU		10

13. Minor Program : Digital Technopreneur

Fundamental Courses

Course		SCU
ENTR6528002	The Entrepreneurial Innovator	4
DSGN6839006	Interactive Design	4
COMM6504018	Digital Branding	2

Course	SCU
ENPR6196002 Market Intelligence	2
COMP6687004 User Experience Design	4
DSGN6844023 Prototyping Digital Future	4
Total SCU	20

14. Minor Program : Chinese For Career Pathways

Minor Fundamental Courses

Course	SCU
CHIN6196026 Mandarin for Future Career	4
CHIN6197026 Easy Way to HSK 2 Preparation	4
CHIN6198026 Exploring Modern Chinese Culture	2
Total SCU	10

Minor Supporting Courses

Course	SCU
CHIN6199026 Chinese Digital Technology	2
CHIN6200026 Traveling to China	2
MKTG6340005 Global Strategic Marketing: Chinese Perspective	4
MGMT6567005 Special Topics in Chinese Business	2
Total SCU	10

15. Minor Program : Designpreneur

Fundamental Courses

Course	SCU
ENTR6525032 Fundamental of Designpreneur	4
COMP6688031 UI/UX Development	4
DSGN6797034 Surface Packaging Design	4
ENTR6526032 Hospitality and Service Design	4
DSGN6843033 Project Design	4
Total SCU	20

Appendix: Free Electives (4th & 5th Semester)

No	Course Owner Department	Course Code	Course Name	SCU	Semester
1	Business Management	MGMT6459005	Retail Management	4	5
2	Management	BUSS6109005	Business Development	4	4
3	Management	ISYS6079005	E-Business System	4	4
4	Architecture	ARCH6076014	Project Management	2	5
5	Architecture	ARCH6128014	Multimedia in Design Presentation	4	5
6	Architecture	ARCH6129014	Urban Housing	4	5
7	Architecture	ARCH6147014	Behavior in Architecture	4	5

No	Course Owner Department	Course Code	Course Name	SCU	Semester
8	ComputerScience	COMP8129001	User Experience	2/2	4
9	ComputerScience	COMP7128001	Game Design	2	4
10	Marketing Communication	COMM6615019	Script Writing	2/2	4
11	Marketing Communication	COMM6624019	Digital Creative Content	2/2	5
12	Marketing Communication	COMM6533019	Creative Program Design	2/2	5
13	Marketing Communication	COMM6425019	Event Management	2	4
14	Marketing Communication	COMM6635019	Integrated Marketing Communication	2	5
15	Tourism	TRSM6196022	Tourism Community Empowerment	2	4
16	Tourism	TRSM6222022	Climate Change & Tourism	2	4
17	Tourism	TRSM6212022	Indonesian Culture	4	4
18	Tourism	TRSM6159022	Anthropology of Travel and Tourism	2	4
19	Tourism	TRSM6196022	Tourism Community Empowerment	2	5
20	Tourism	TRSM6222022	Climate Change & Tourism	2	5
21	Tourism	TRSM6212022	Indonesian Culture	4	5
22	Tourism	TRSM6159022	Anthropology of Travel and Tourism	2	5
23	Hotel Management	HTMN6018021	Consumer Behavior in Hospitality	2	4
24	Hotel Management	HTMN6001021	Introduction to Hospitality	4	4
25	Hotel Management	HTMN6018021	Consumer Behavior in Hospitality	2	5
26	Hotel Management	HTMN6001021	Introduction to Hospitality	4	5
27	Business Information Technology	ISYS6606003	Smart Application	2	4
28	Animation	DSGN6689007	Concept Art & Production Design	2	5
29	Animation	DSGN6693007	Motion Graphic*	4	4
30	Creative Advertising	DSGN6671007	Creative Writing for Commercials	4	4
31	New Media	DSGN6743007	Digital Graphic Reproduction	4	5
32	Interior Design	DSGN6888008	Interior Accessories Design	2	4
33	Interior Design	DSGN6614008	Signage and Way Finding Design for Interior	2	5
34	English Literature	SOCS6021024	Social and Digital Media Writing	2	4
35	Psychology	PSYC6167027	Industrial and Organizational Psychology	4	4

Enrichment Program I (6th Semester) & Enrichment Program II (7th Semester):

-) Student will take one of enrichment program tracks (off campus). See enrichment appendix for the tracks detail.

Enrichment Track Scheme

Track	Semester 6							Semester 7					
	IN	RS	EN	CD	SA	IS	etc	IN	RS	EN	CD	SA	etc
1	v							v					
2	v								v				
3	v									v			
4	v										v		
5	v											v	
6		v						v					
7			v					v					
8				v				v					
9					v			v					
10						v		v					

Description:

Student will take one of enrichment program tracks

Note:

IN : Company Internship SA : Study Abroad
 RS : Research Fellowship IS : Specific Independent Study
 EN : Entrepreneurship
 CD : Community Impact Internship

Students who failed in Enrichment Program I can retake with the same track or change into another track. As for Enrichment Program II, student who failed with Certified Internship, Certified Research, Certified Community Development, and Certified Study Abroad track on Enrichment Program II, can retake with the same track or change into another track. However students who take Certified Entrepreneurship track on Enrichment Program II, should retake with another track

Company Internship Track

Code	Course Name	SCU	Total
Enrichment Program I			20
DSGN6633033	Industrial Experience	8	
DSGN6933033	Design Ideation in Industry	8	
DSGN6636033	Self Management in Industry	4	
Enrichment Program II			20
DSGN6637033	Professional Experience	8	
DSGN6934033	Design Applied in Industry	8	
DSGN6640033	Team Work Activity in Industry	4	

Entrepreneurship Track

Code	Course Name	SCU	Total
Enrichment Program I/II			20
RSCH6431033	Research Experience	8	
RSCH6597033	Scientific Writing in Design	8	
RSCH6433033	Global EES	4	

Research Fellowship Track

Code	Course Name	SCU	Total
Enrichment Program I/II			20
RSCH6431033	Research Experience	8	
RSCH6597033	Scientific Writing in Design	8	
RSCH6433033	Global EES	4	

Community Impact Internship Track

Code	Course Name	SCU	Total
Enrichment Program I/II			20
CMDV6249033	Community Outreach Project Implementation	8	
CMDV6373033	Community Outreach Project Design	8	
CMDV6251033	Employability and Entrepreneurial Skills in	4	

Study Abroad Track

Code	Course Name	SCU	Total
Enrichment Program I			20
GLOB6208033	Elective Course for Study Abroad 1	4	
GLOB6209033	Elective Course for Study Abroad 2	4	
GLOB6210033	Elective Course for Study Abroad 3	4	
GLOB6211033	Elective Course for Study Abroad 4	4	
GLOB6268033	Elective Course for Study Abroad 25	4	
GLOB6212033	Elective Course for Study Abroad 5	2	
GLOB6213033	Elective Course for Study Abroad 6	2	
GLOB6214033	Elective Course for Study Abroad 7	2	
GLOB6215033	Elective Course for Study Abroad 8	2	
GLOB6216033	Elective Course for Study Abroad 9	2	
GLOB6217033	Elective Course for Study Abroad 10	2	
GLOB6218033	Elective Course for Study Abroad 11	2	
GLOB6219033	Elective Course for Study Abroad 12	2	
GLOB6269033	Elective Course for Study Abroad 26	2	
GLOB6289033	Elective Course for Study Abroad 29	2	

*) Transferred courses will be transferred based on credit transfer policies on study program with total of 20 credits

Certified Specific Independent Study Track

Code	Course Name	SCU	Total
Elective courses list for Specific Independent Study*			20
Enrichment Program I/II			
CSIS6073033	Course Certification I	3	
CSIS6074033	Technical Skill Enrichment I	4	
CSIS6075033	Industrial Project I	9	
CSIS6076033	Soft Skill Enrichment I	4	
CSIS6077033	Elective Course for Specific Independent Study 1	8	
CSIS6078033	Elective Course for Specific Independent Study 2	8	
CSIS6079033	Elective Course for Specific Independent Study 3	6	
CSIS6080033	Elective Course for Specific Independent Study 4	6	
CSIS6081033	Elective Course for Specific Independent Study 5	6	
CSIS6082033	Elective Course for Specific Independent Study 6	5	
CSIS6083033	Elective Course for Specific Independent Study 7	5	
CSIS6084033	Elective Course for Specific Independent Study 8	5	
CSIS6085033	Elective Course for Specific Independent Study 9	5	
CSIS6086033	Elective Course for Specific Independent Study 10	4	
CSIS6087033	Elective Course for Specific Independent Study 11	4	
CSIS6088033	Elective Course for Specific Independent Study 12	4	
CSIS6089033	Elective Course for Specific Independent Study 13	4	
CSIS6090033	Elective Course for Specific Independent Study 14	4	
CSIS6091033	Elective Course for Specific Independent Study 15	3	
CSIS6092033	Elective Course for Specific Independent Study 16	3	
CSIS6093033	Elective Course for Specific Independent Study 17	3	
CSIS6094033	Elective Course for Specific Independent Study 18	3	
CSIS6095033	Elective Course for Specific Independent Study 19	3	
CSIS6096033	Elective Course for Specific Independent Study 20	3	
CSIS6097033	Elective Course for Specific Independent Study 21	2	
CSIS6098033	Elective Course for Specific Independent Study 22	2	
CSIS6099033	Elective Course for Specific Independent Study 23	2	
CSIS6100033	Elective Course for Specific Independent Study 24	2	
CSIS6101033	Elective Course for Specific Independent Study 25	2	
CSIS6102033	Elective Course for Specific Independent Study 26	2	
CSIS6103033	Elective Course for Specific Independent Study 27	2	
CSIS6104033	Elective Course for Specific Independent Study 28	2	
CSIS6105033	Elective Course for Specific Independent Study 29	1	
CSIS6106033	Elective Course for Specific Independent Study 30	1	
CSIS6107033	Elective Course for Specific Independent Study 31	1	
CSIS6108033	Elective Course for Specific Independent Study 32	1	

*) For students who take BINUS certified specific independent study courses, they should take the first 4 courses on the list above (20 credits). Meanwhile, electives courses 1 to 32 are transferred courses for students who take

certified specific independent study outside BINUS University. Transferred courses will be transferred based on credit transfer policies on study program with total of 20 credits.

Student should pass all of these quality controlled courses as listed below:

No	Code	Course Name	Minimum Passing Grade
1	CHAR6034033	Character Building: Pancasila	B
2	ENPR6314032	Venture Creation	C
3	DSGN6752033	Sense of Design	C
4	ARCH6118033	Interior Technical Drawing	C
5	DSGN6761033	Interior Design I: Residential	C
6	DSGN6698033	Interior Design II: Retail	C
7	DSGN6620033	Interior Design Methodology	C
STREAM: TECHNO INTERIOR DESIGN			
8	DSIN6058033	Techno Interior Design Project I	C
9	DSIN6061033	Project Management	C
STREAM: SMART LIVING & ENVIRONMENTAL DESIGN			
10	DSGN6808023	Interior Design III	C
STREAM: COMMERCIAL AND HOSPITALITY DESIGN			
11	DSGN6199008	Interior Design III: Office	C
STREAM: FURNITURE AND INTERIOR DESIGN ACCESSORIES			
12	DSGN6217008	Furniture Design III: Office	C